

PRELIMINARY OWNER/OPERATOR'S MANUAL

GAPLUS

PRELIMINARY

Bally

MIDWAY MFG. CO.

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U.S.A.



Phone: (312) 451-9200 Cable Address: MIDCO Telex No.: 72-1596

PRELIMINARY INSTRUCTIONS
FOR
CAPLUS

INSTALLATION

1. Unlock and open the coin box door.
2. Remove four (4) "CABINET LEVELING LEGS" from inside the coin box.
3. Tip the cabinet to the side and remove the shipping cleats from its bottom.
 - ° Locate the threaded holes - one in each corner - and install the "CABINET LEVELING LEGS" in them.
 - ° Level the cabinet.
 - ° When finished, the cabinet should be stable in the upright position.
4. Close and lock the rear access door and plug the game into a **standard** A.C. wall outlet **ONLY**.

----- WARNING ----- Game MUST be properly grounded.

LINE VOLTAGE SAFETY INTERLOCK SWITCHES

Line voltage SAFETY INTERLOCK SWITCHES have been provided for your protection. The locations of these SAFETY INTERLOCK SWITCHES are:

1. UPRIGHT MODEL: Inside the rear of the cabinet at the side of the rear access door.

When the cabinet access door(s) are secured in place, the SAFETY INTERLOCK SWITCH plunger(s) are in a fully depressed condition. The game circuit can function normally.

When any cabinet access door(s) are opened, the SAFETY INTERLOCK SWITCH plunger(s) are in a partially extended condition. This isolates the game circuit from the line voltage.

To restore power to the game circuit with the access door(s) open, gently pull the SAFETY INTERLOCK SWITCH plunger(s) out to the fully extended condition. **THIS IS TO BE USED FOR SERVICING THE GAME ONLY!**

SELF-TEST

A slide switch is provided to make the game run a "Self-Test" on itself. The SELF-TEST SWITCH is located on a mounting bracket just inside the coin door opening.

When in the Self-Test mode, the monitor screen will display the results of certain test functions it has run on itself.

TO SERVICE THE CONTROL PANEL

1. UPRIGHT MODEL:

- ° The control panel is held in place by three latches, one on the left side, one on the right side, and one in the center of the front of the cabinet.

They are spring loaded to provide constant positive pressure on their latch plates.

They can be reached through the coin door AFTER turning power to the game off.

To release the latches, lift up and toward the center of the control panel.

Once they are released, unhook them from their latch plates.

- ° To remove the control panel:

Cradling the control panel between yourself and the cabinet, disconnect it from its cabling and any miscellaneous hardware.

The control panel is now free and can be removed.

- ° To reinstall the control panel, reverse this procedure.

REMOVAL OF THE MAIN-DISPLAY-GLASS AND/OR THE T.V. BEZEL ASSEMBLY

1. UPRIGHT MODEL:

NOTE: In order to do this, the control panel **MUST** be removed first. See the "UPRIGHT MODEL" procedure.

- ° **Turn the power to the game off** and remove the control panel. This frees the main-display-glass so it can be lifted up.
- ° By putting your finger in the hole in the middle of the main-display-glass support, you can lift it up and out.
- ° Loosen the screws which secure the T.V. bezel-glass-clamps in place.

Move the clamps to the side and the bezel glass may be removed.

Remove the bezel securing screws and the bezel with four bezel-glass-clamps may be removed.

- ° To reinstall the T.V. bezel assembly and the main-display-glass, reverse this procedure.

VOLUME CONTROL POT

The volume control pot is located on the games Logic P.C. Board in the back of the game cabinet. For adjustment, it may be reached through the games rear access door.

To make the sounds louder, turn the pot clockwise as you face it.

To make the sounds less loud, turn the pot counterclockwise as you face it.

CAUTION

- ° Be sure to check the PC Board for any foreign particles i.e. dust, etc.. Foreign particles on the PC Board are one of the main causes of the PC Board malfunctions.
- ° When in doubt as to the cause of any particular problem, **ALWAYS** take the PC Board to your distributor for repair. DO NOT attempt to repair the PC Board yourself by using a volt-ohm meter or other testing equipment.
- ° When transporting the PC Board, be sure to pack the board carefully with air caps, sponge or other packing materials.

PC BOARD

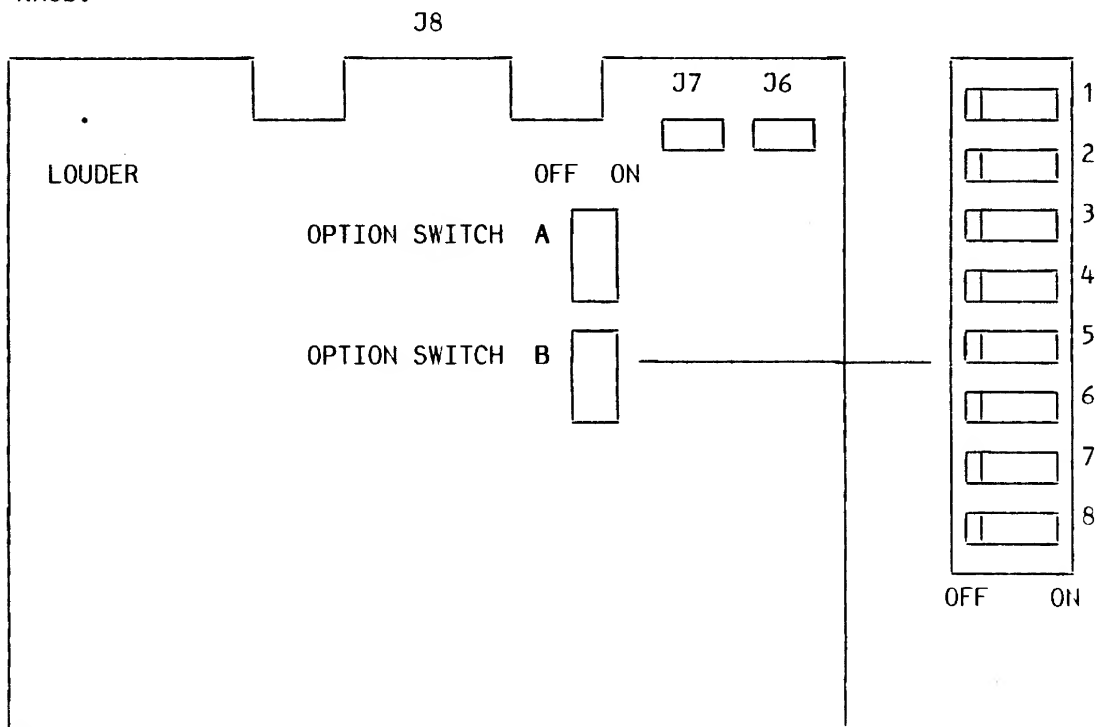
- ° Option Switches:

The game fee, bonus points, etc. are operator-adjustable. See the Option Switch Settings Table.

To perform the Self-Test, use the test switch located on the bracket just inside your games coin door.

- ° Volume:

Adjust the game volume as desired. **DO NOT** place any unnecessary pressure on the volume control knob.



SELF-TEST

The Self-Test mode is a special mode for checking game switches and computer functions. It is the easiest and best way to check for proper operation of the entire game.

You may begin a Self-Test at any time after the power to the game is on by sliding the Self-Test switch to the "ON" position. Now that the game is in the Self-Test mode, it will act as follows:

- ° The Self Test will take about five (5) seconds to perform. The following check list will appear on the screen.

RAM OK	_____	A.
ROM OK	_____	B.
I/O OK	_____	C.
1ST 1 COIN 1 CREDIT	_____(COIN 1)_____	D.*
2ND 1 COIN 1 CREDIT	_____(COIN 2)_____	D.*
MYSHIP 3	_____	E.*
RANK 0	_____	F.
UPRIGHT	_____	G.
SOUND 00	_____	H.
1ST BONUS	50000 PTS _____	I.*
2ND BONUS	150000 PTS _____	I.*
EVERY BONUS	150000 PTS _____	I.*

- A. RAM Test: If "OK" appears, RAM is normal.
 - B. ROM Test: If "OK" appears, ROM is normal.
 - C. I/O Test: If "OK" appears, I/O is normal.
 - D. Game Fee Indicator: If 1 coin/1 game appears, the game fee is normal.
 - E. Number of Fighters: If "3" appears, the number of Fighters is normal.
 - F. Rank: If "0" appears, rank is normal.
 - G. Table Specification: If "TABLE" appears for the Cocktail Table model and for the Upright Model, "UPRIGHT" appears, model specification is normal.
 - H. Sound Test: A sound should appear when the control lever, firing button and the start button is pushed.
 - I. Bonus Points: This game has been set for the first 50,000 points, then 150,000 points and for every 150,000 points thereafter.
- * By using the OPTION SWITCH; "D", "E", and "I" are operator-adjustable.

When finished with the Self-Test mode, slide the Self-Test switch back to the "OFF" position and normal game functions will now return to the monitor screen.

CROSS HATCH PATTERN

Turn "ON" the Self-Test switch, push the Service button, and a cross hatch pattern will appear. Push the button one more time and the Self-Test mode will appear. Use this pattern when making adjustments to the monitor.

ADJUSTING GAME FEE, BONUS POINTS, ETC.

This is accomplished by using the various switches located on the games Logic P.C. Board. See the OPTION SWITCH SETTINGS tables and switch location information in this instruction sheet.

Turn the power switch "OFF" and then proceed to set the Option Switches.

After setting the option switches, again perform the Self-Test.

The settings of these switches are only read by the game on "POWER-UP".

G A P L U S												
O P T I O N S W I T C H S E T T I N G S - D I P S W I T C H "A"												
//VARIOUS GAME PLAY OPTIONS//												
NUMBER OF FIGHTERS GAME BEGINS WITH					SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
*	3	FIGHTERS			OFF	OFF				NOT		
	2	FIGHTERS			OFF	ON				USED		
	4	FIGHTERS			ON	OFF				OFF		
	5	FIGHTERS			ON	ON				OFF		
COIN #1 - NUMBER OF COINS PER CREDIT					SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
*	1	COIN	1	CREDIT			OFF	OFF		OFF		
	1	COIN	2	CREDITS			OFF	ON		OFF		
	2	COINS	1	CREDIT			ON	OFF		OFF		
	3	COINS	1	CREDIT			ON	ON		OFF		
SOUND					SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
*	SOUND IN ATTRACT MODE								OFF	OFF		
	NO SOUND IN ATTRACT MODE								ON	OFF		
COIN #2 - NUMBER OF COINS PER CREDIT					SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7	SW#8
*	1	COIN	1	CREDIT						OFF	OFF	OFF
	1	COIN	2	CREDITS						OFF	OFF	ON
	2	COINS	1	CREDIT						OFF	ON	OFF
	3	COINS	1	CREDIT						OFF	ON	ON
* INDICATES FACTORY RECOMMENDED SETTINGS									PART NO. M051-00A87-B007			

G A P L U S									
O P T I O N S W I T C H S E T T I N G S - D I P S W I T C H "B"									
///VARIOUS GAME PLAY OPTIONS///									
SELF-TEST MODE				SW#1	SW#2	SW#3	SW#4	SW#5 SW#6 SW#7 SW#8	
* NORMAL TEST				OFF ON					
"RANK" = DIFFICULTY LEVEL OF PLAY				SW#1	SW#2	SW#3	SW#4	SW#5 SW#6 SW#7 SW#8	
EASIEST LEVEL OF PLAY 1 * 0 STANDARD LEVEL OF PLAY PROGRESSIVELY 2 3 4 5 6 7				OFF	OFF	ON			
				OFF	OFF	OFF			
				OFF	ON	OFF			
				OFF	ON	ON			
				ON	OFF	OFF			
				ON	OFF	ON			
				ON	ON	OFF			
				ON	ON	ON			
** ROUND ADVANCE				SW#1	SW#2	SW#3	SW#4	SW#5 SW#6 SW#7 SW#8	
* NORMAL ADVANCE				OFF ON					
BONUS SHIPS AWARDED AT:				SW#1	SW#2	SW#3	SW#4	SW#5 SW#6 SW#7 SW#8	
1st @ 100,000; 2nd @ 300,000 & every 600,000							OFF	OFF OFF	
1st @ 150,000; 2nd @ 400,000							OFF	OFF ON	
1st @ 150,000; 2nd @ 400,000 & every 900,000							OFF	ON OFF	
1st @ 100,000; 2nd @ 300,000 & every 300,000							OFF	ON ON	
1st @ 50,000; 2nd @ 200,000 & every 300,000							ON	OFF OFF	
1st @ 50,000; 2nd @ 150,000 & every 600,000							ON	OFF ON	
1st @ 50,000; 2nd @ 150,000 & every 300,000							ON	ON OFF	
* 1st @ 30,000; 2nd @ 150,000 & every 600,000							ON	ON ON	
** BY TURNING "ON" THE OPTION SWITCH WHILE "PARSEC" IS BEING INDICATED ON THE SCREEN, YOU CAN ADVANCE THROUGH THE "ROUNDS". PUSH THE ONE PLAYER CONTROL LEVER FORWARD (PLAYER NUMBER ONE UP SWITCH IS "ON") TO INDICATE THE NUMBER. THE INDICATED ROUND NUMBER WILL APPEAR ON THE MONITOR SCREEN WHEN THE OPTION SWITCH IS TURNED "OFF".									
* INDICATES FACTORY RECOMMENDED SETTINGS							PART NO. M051-00A87-B007		

THIS TAG TO BE TYPESET AND REPRODUCED IN BLACK INK ON HEAVY WHITE 8" x 11" CARD STOCK

TOLERANCE = $\pm 1/2"$

GAME PLAY

With the eight-way joystick, maneuver your fighter and fire your missiles using the firing button to shoot down "GAPLUS".

"GAPLUS" comes in different varieties. Depending upon the variety and the flight pattern, the number of points received will vary. Also, when "GAPLUS" is in formation, the number of points received will vary. The following indicates the number of points each "GAPLUS" is worth at different times.

	When in Formation	When Attacking
(a) Queen Gaplus	100	400
(b) Ad Gaplus	100	400
(c) Cap Gaplus	100	300
(d) Lute Gaplus	100	200
(e) Zako Gaplus	100	100

Destroy all "GAPLUSES" and the round will clear. The "QUEEN GAPLUS" possesses the BLASTER HEAD. When the QUEEN GAPLUS is shot down, the Blaster Head will connect onto the player's fighter enabling it to power up!!!

° PHALANX ATTACK:

The tractor beam will swallow up the enemy and reform them to the good side as your fighter's ally. Result...multi-missile attacking capability.

° HYPER ATTACK:

Moving at lightening speed, the player's fighter will fire off missiles in the multiples of two.

° CYCLONE ATTACK:

The cyclone beam will draw in the enemy and smash them apart!!! Points received will double each time, 200, 400,... 6,400!

When throwing off his beam, the player's fighter can only move right and left. Also, when the Blaster Head is mounted onto the fighter's plane, he will become invincible.

When the Blaster Head is connected onto the Queen Gaplus and it is hit once, the Queen will change colors. You must hit it one more time to destroy the Queen.

Challenging Stage:

- ° The Challenging Stages are in Rounds 3, 8, 13, 18, During this stage, the enemy will continually fly about the screen. At the top of the screen, Gaplus will form a letter or a bar across the screen. When all the Gapluses leave the screen, the following bonus points are given.
- ° The number of Gapluses to form a letter x 100
- ° The number of Gapluses to form a bar x 200

Also, if the letters are completed, the following

- ° "B O N U S" --- Bonus points of 10,000
- ° "G A P L U S" --- Bonus points of 0 - 5,000
(Push the firing button to stop the rotating number located under your total score and then your grand total will appear.)
- ° "D O U B L E" --- Bonus points will double.
- ° "T R I P L E" --- Bonus points will triple.

Star Flash:

- ° A flash will appear on the screen and at the same time a star will appear attacking the player's fighter. When the star approaches the fighter, it will split up into four parts. The fighter must fire his missiles at all four parts.

"Bean Curd" (Tofu) Attack:

- ° When Gaplus peels off from the formation and is hit, his ghost (looking like a Bean Curd) will fall from the sky. The fighter must shoot it down.

If the player's fighter is touched by: Gaplus, missiles, star flash or the bean curd; it is a miss. The Blaster Head will disintegrate when a miss is made.

During the Phalanx Attack when Gaplus has become the fighter's ally, if Gaplus is touched by a missile or bean curd it is not a miss.

As bonus points are added up, a bonus ship will be awarded. The Queen Gaplus will bring down parts of the fighter's plane (three in all). When all three are put together, one bonus ship is added on.

The Best players to date can enter their initials on the screen by using the joystick to select a letter and then pushing the FIRE button.

BALLY/MIDWAY'S GAPLUS
U.R. #0A87
PROGRAMED PART NUMBERS

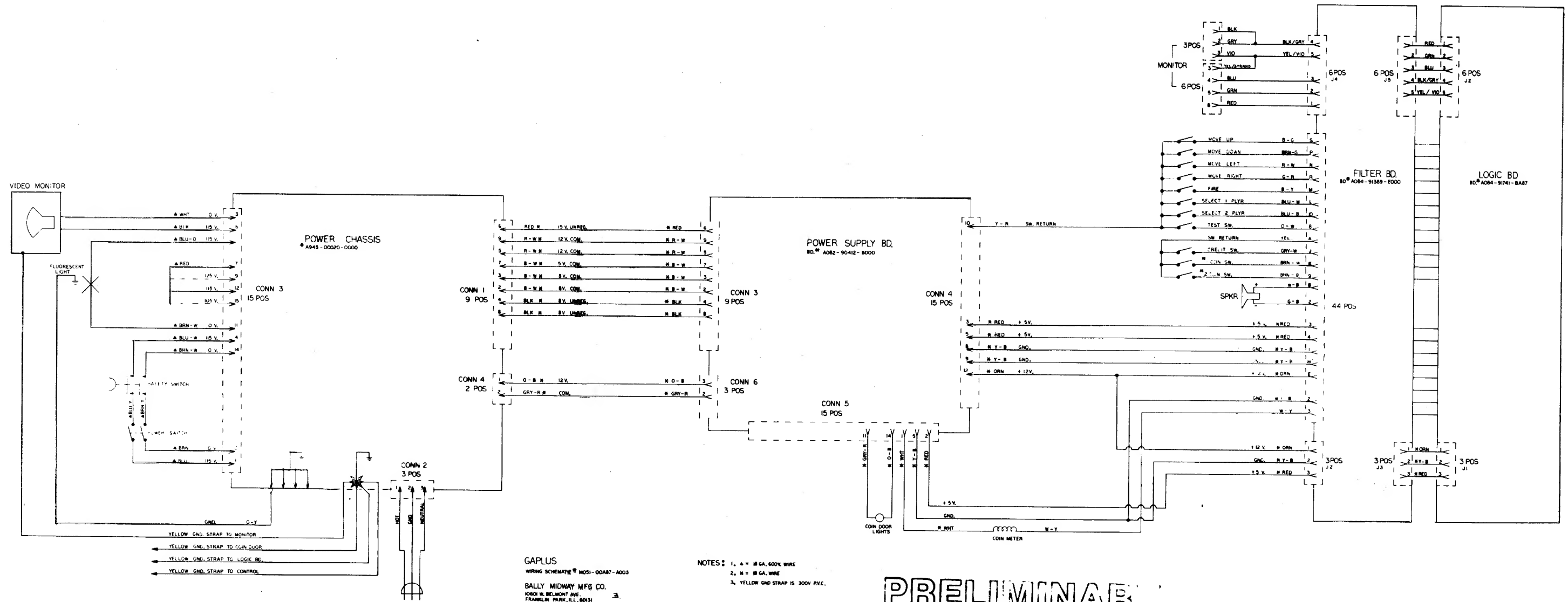
UNPROGRAMED LOGIC BD. A082-91741-BA87
PROGRAMED GAPLUS LOGIC BD. A084-91741-BA87

POS.	MIDWAY PART NUMBER
8N	0A87-00803-0003
3E	0A87-00803-0004
3F	0A87-00803-0005
1D	0A87-00803-0006
2D	0A87-00803-0007
1C	0A87-00803-0008
4F	0A87-00803-0009
8G	0A87-00803-0010
7B0	0A87-00803-0011
9C1	0A87-00803-0012
9D2	0A87-00803-0013
9E3	0A87-00803-0014
9L4	0A87-00803-0015
6N5	0A87-00803-0016
6M6	0A87-00803-0017
6L	0A87-00803-0018
5N	0A87-00803-0019
5L	0A87-00803-0020
5M	0A87-00803-0021
5K	0A87-00803-0022

PRELIMINARY

6/29/84	RELEASE FOR PRODUCTION	

M051-00A87-A008



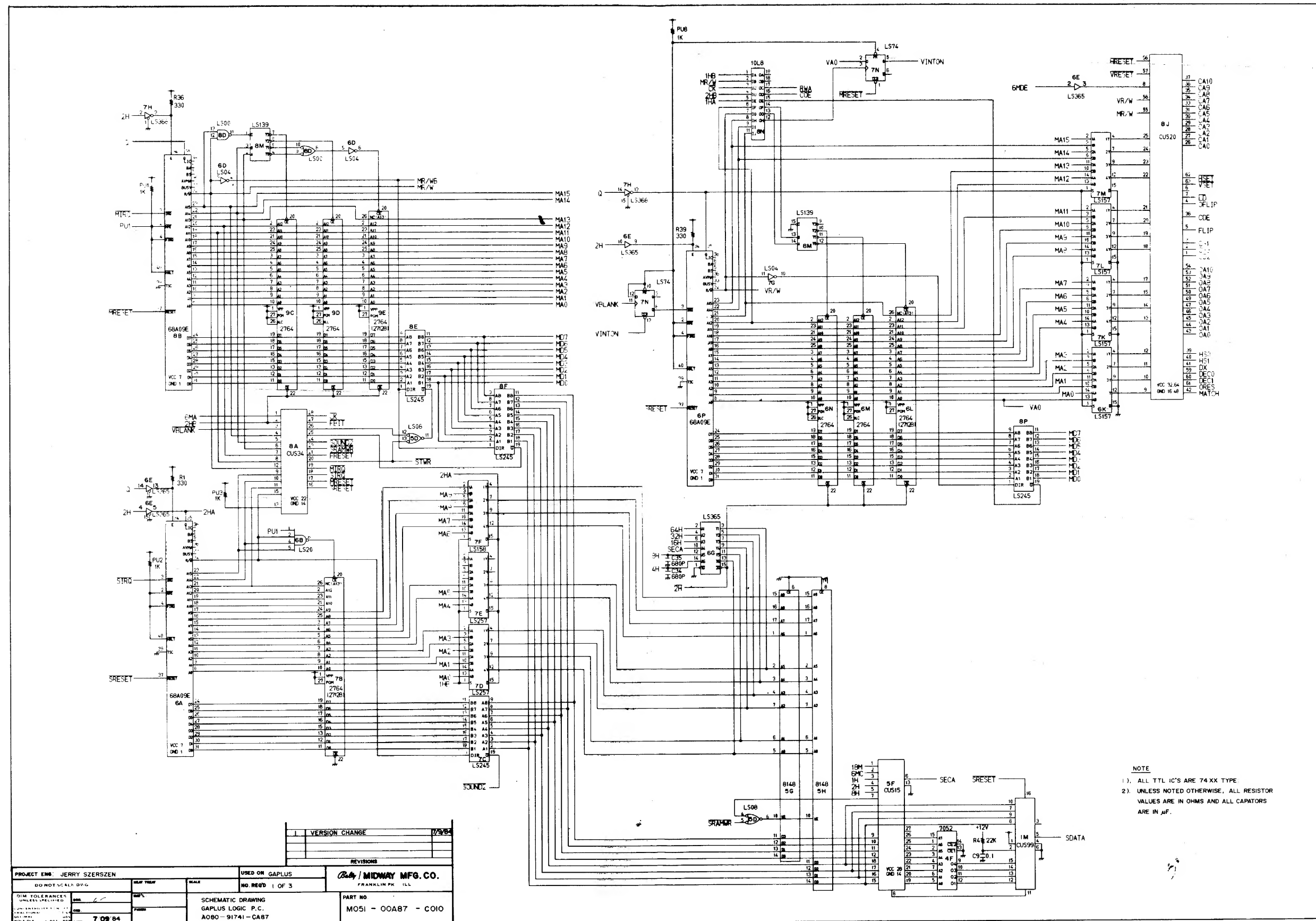
GAPLUS
WIRING SCHEMATIC MOSI-00A87-A003
BALLY MIDWAY MFG CO.
10601 W. BELMONT AVE.
FRANKLIN PARK, ILL. 60131

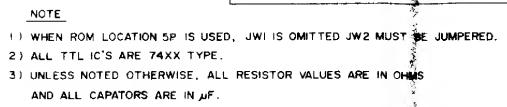
NOTES: 1. A = 18 GA. 600K WIRE
2. W = 18 GA. WIRE
3. YELLOW GND STRAP IS 300V PVLC.

PRELIMINARY

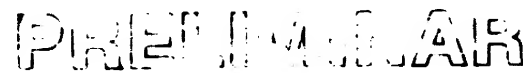
DESIGNATION LIST

DESIGNATION NO.	DESCRIPTION	DESIGNATION NO.	DESCRIPTION
C1	10 UF AX CER	IC 5J	11XX CUSTOM IC
C2	2.2 UF AX CER	IC 5K,5L,5M,5N	ROM
C3	.01 UF AX CER	IC 5P	NOT USED
C4	47 UF AX ELEC	IC 6A	68A09E CPU
C5,C6	.033 UF POLY	IC 6B	74LS20
C7	.1 UF AX CER	IC 6C	74LS08
C8	470 UF AX ELEC	IC 6D	74LS04
C9	.1 UF AX CER	IC 6E	74LS365
C10-C12	.01 UF POLY	IC 6F	33XX CUSTOM IC
C14-C32	.01 UF AX CER	IC 6G	74LS365
C33	470 UF AX ELEC	IC 6H	74LS32
C34-C35	680 PF AX CER	IC 6J	20XX CUSTOM IC
C36	100 PF AX CER	IC 6K	74LS157
C37	47 PF AX CER	IC 6L,6M,6N	ROM
C38-C40	100 PF AX CER	IC 6P	68A09E CPU
C47	68 PF AX CER	IC 7B	ROM
CP1-CP4	.1 UF AX CER	IC 7C	74LS245
CP6-CP102		IC 7D,7E	74LS158
		IC 7F	74LS158
		IC 7G	74LS04
R1	330 OHM 1/4W 5%	IC 7H	74LS368
R2,R3	4.7K OHM 1/4W 5%	IC 7J,7L,7M	74LS157
R4	2.2K OHM 1/4W 5%	IC 7N	74LS74
R5	10K OHM 1/4W 5%	IC 8A	34XX CUSTOM IC
R6	150K OHM 1/4W 5%	IC 8B	68A09E CPU
R7	4.7K OHM 1/4W 5%	IC 8C	74S74
R8	10K OHM 1/4W 5%	IC 8D	74LS00
R9	2.2K OHM 1/4W 5%	IC 8E,8F	74LS245
R10	4.7K OHM 1/4W 5%	IC 8G	ROM
R11	4.7K OHM 1/4W 5%	IC 8H	74LS375
R12	10K OHM 1/4W 5%	IC 8J	NOT USED
R13	2.2K OHM 1/4W 5%	IC 8K	NOT USED
R14	4.7K OHM 1/4W 5%	IC 8L	74LS86
R15	150K OHM 1/4W 5%	IC 8M	74LS139
R16	470K OHM 1/4W 5%	IC 8N	ROM
R17,R18	10K OHM 1/4W 5%	IC 8P	74LS245
R19	470K OHM 1/4W 5%	IC 9C,9D,9E	ROM
R20,R21	2.2K OHM 1/4W 5%	IC 9F	NOT USED
R22	1K OHM 1/4W 5%	IC 9G	74LS273
R23	100 OHM 1/4W 5%	IC 9H	74LS245
R24	220 OHM 1/4W 5%	IC 9J	MS8725P RAM
R25	470 OHM 1/4W 5%	IC 9K	74LS273
R26	1K OHM 1/4W 5%	IC 9L	ROM
R27	2.2K OHM 1/4W 5%	IC 9M	74LS273
R28	1K OHM 1/4W 5%	IC 9N	74LS298
R29	470 OHM 1/4W 5%	IC 9P	74LS153
R30	220 OHM 1/4W 5%		
R31	2.2K OHM 1/4W 5%	IC 18S	40 PIN IC SOCKET
R32	1K OHM 1/4W 5%	IC 18T,18U	16 PIN IC SOCKET
R33	470 OHM 1/4W 5%	IC 18V,18W	42 PIN IC SOCKET
R34	220 OHM 1/4W 5%	IC 18X	16 PIN IC SOCKET
R35	2.2K OHM 1/4W 5%	IC 18Y	28 PIN IC SOCKET
R36	330 OHM 1/4W 5%	IC 18Z	18 PIN IC SOCKET
R37,R38	470 OHM 1/4W 5%	IC 18A	64 PIN IC SOCKET
R39	330 OHM 1/4W 5%	IC 18B	16 PIN IC SOCKET
R40,R41	180 OHM 1/4W 5%	IC 18C	28 PIN IC SOCKET
R42	240 OHM 1/4W 5%	IC 18D	24 PIN IC SOCKET
R43-R46	JUMPER WIRE	IC 18E	3MS,3PS(X2)
R47-R49	1K OHM 1/4W 5%	IC 18F	16 PIN IC SOCKET
R50	NOT USED	IC 18G	28 PIN IC SOCKET
P01-P03	1K OHM 1/4W 5%	IC 18H	18 PIN IC SOCKET
P04-P011		IC 18I	28 PIN IC SOCKET
		IC 18J	40 PIN IC SOCKET
		IC 18K	28 PIN IC SOCKET
		IC 18L	64 PIN IC SOCKET
		IC 18M	28 PIN IC SOCKET
		IC 18N	40 PIN IC SOCKET
		IC 18O	28 PIN IC SOCKET
		IC 18P	16 PIN IC SOCKET
		IC 18Q	20 PIN IC SOCKET
		IC 18R	28 PIN IC SOCKET
		IC 18S	40 PIN IC SOCKET
		IC 18T	28 PIN IC SOCKET
		IC 18U	16 PIN IC SOCKET
		IC 18V	20 PIN IC SOCKET
		IC 18W	28 PIN IC SOCKET
		IC 18X	40 PIN IC SOCKET
		IC 18Y	28 PIN IC SOCKET
		IC 18Z	16 PIN IC SOCKET
		IC 19A	20 PIN IC SOCKET
		IC 19B	28 PIN IC SOCKET
		IC 19C	40 PIN IC SOCKET
		IC 19D	28 PIN IC SOCKET
		IC 19E	16 PIN IC SOCKET
		IC 19F	20 PIN IC SOCKET
		IC 19G	28 PIN IC SOCKET
		IC 19H	40 PIN IC SOCKET
		IC 19I	28 PIN IC SOCKET
		IC 19J	16 PIN IC SOCKET
		IC 19K	20 PIN IC SOCKET
		IC 19L	28 PIN IC SOCKET
		IC 19M	40 PIN IC SOCKET
		IC 19N	28 PIN IC SOCKET
		IC 19O	16 PIN IC SOCKET
		IC 19P	20 PIN IC SOCKET
		IC 19Q	28 PIN IC SOCKET
		IC 19R	40 PIN IC SOCKET
		IC 19S	28 PIN IC SOCKET
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		IC 20D	16 PIN IC SOCKET
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		IC 20H	28 PIN IC SOCKET
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		IC 20L	40 PIN IC SOCKET
		IC 20M	28 PIN IC SOCKET
		IC 20N	16 PIN IC SOCKET
		IC 20O	20 PIN IC SOCKET
		IC 20P	28 PIN IC SOCKET
		IC 20Q	40 PIN IC SOCKET
		IC 20R	28 PIN IC SOCKET
		IC 20S	16 PIN IC SOCKET
		IC 20T	20 PIN IC SOCKET
		IC 20U	28 PIN IC SOCKET
		IC 20V	40 PIN IC SOCKET
		IC 20W	28 PIN IC SOCKET
		IC 20X	16 PIN IC SOCKET
		IC 20Y	20 PIN IC SOCKET
		IC 20Z	28 PIN IC SOCKET
		IC 21A	40 PIN IC SOCKET
		IC 21B	28 PIN IC SOCKET
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		IC 21D	20 PIN IC SOCKET
		IC 21E	28 PIN IC SOCKET
		IC 21F	40 PIN IC SOCKET
		IC 21G	28 PIN IC SOCKET
		IC 21H	16 PIN IC SOCKET
		IC 21I	20 PIN IC SOCKET
		IC 21J	28 PIN IC SOCKET
		IC 21K	40 PIN IC SOCKET
		IC 21L	28 PIN IC SOCKET
		IC 21M	16 PIN IC SOCKET
		IC 21N	20 PIN IC SOCKET
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		IC 22E	20 PIN IC SOCKET
		IC 22F	28 PIN IC SOCKET
		IC 22G	40 PIN IC SOCKET
		IC 22H	28 PIN IC SOCKET
		IC 22I	16 PIN IC SOCKET
		IC 22J	20 PIN IC SOCKET
		IC 22K	28 PIN IC SOCKET
		IC 22L	40 PIN IC SOCKET
		IC 22M	28 PIN IC SOCKET
		IC 22N	16 PIN IC SOCKET
		IC 22O	20 PIN IC SOCKET
		IC 22P	28 PIN IC SOCKET
		IC 22Q	40 PIN IC SOCKET
		IC 22R	28 PIN IC SOCKET
		IC 22S	16 PIN IC SOCKET
		IC 22T	20 PIN IC SOCKET
		IC 22U	28 PIN IC SOCKET
		IC 22V	40 PIN IC SOCKET
		IC 22W	28 PIN IC SOCKET
		IC 22X	16 PIN IC SOCKET
		IC 22Y	20 PIN IC SOCKET
		IC 22Z	28 PIN IC SOCKET
		IC 23A	40 PIN IC SOCKET
		IC 23B	28 PIN IC SOCKET
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		IC 28V	40 PIN IC SOCKET
		IC 28W	28 PIN IC SOCKET
		IC 28X	16 PIN IC SOCKET
		IC 28Y	20 PIN IC SOCKET
		IC 28Z	28 PIN IC SOCKET
		IC 29A	40 PIN IC SOCKET
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		IC 29D	20 PIN IC SOCKET
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		IC 29H	16 PIN IC SOCKET





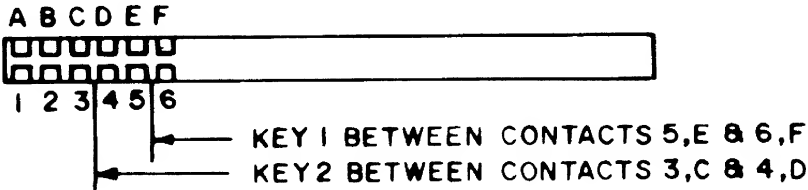
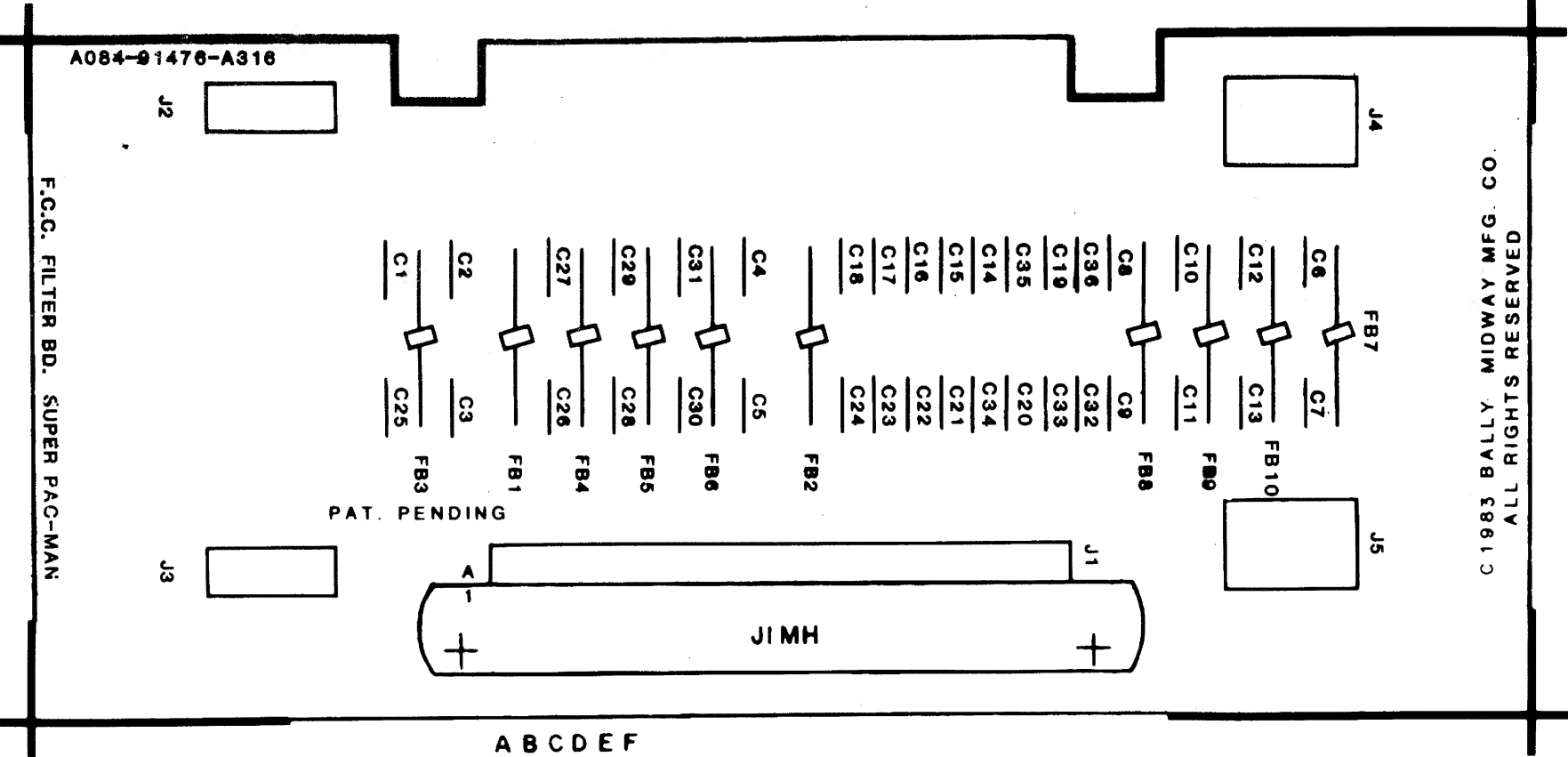
		L. VERSION CHANGE		7/9/84
		REVISIONS		
PROJECT ENG JERRY SZERSZEN		USED ON GAPLUS	<i>Betty / MIDWAY MFG. CO.</i> <small>FRANKLIN, N.J.</small>	
DO NOT SCALE Dwg.	SHEET NO.	SCALE	NO REQ'D	2 OF 3
TIM TOLERANCE UNLESS OTHERWISE SPECIFIED	DRAWN BY	CHECKED BY	SCHEMATIC DRAWING	
DESIGNED BY	DATE	FILED IN	GAPLUS LOGIC P.C.	
DATE	7/9/84		A080 - 91741 - CA87	
			PART NO	M051 - 00A87 - C010



- 1) ALL TTL IC'S ARE 74XX TYPE.
- 2) UNLESS NOTED OTHERWISE, ALL RESISTOR VALUES ARE IN OHMS AND ALL CAPACITORS ARE IN μF .
- 3) (M) DENOTES POLYESTER FILM CAP.

PROJECT ENG: JERRY SZERSZEN			USED ON GAPLUS		Bally / MIDWAY MFG. CO.	
DO NOT SCALE DRAW			HEET YEAR	SCALE	NO RECD 3 OF 3	FRANKLIN PARK ILL
DIM TOLERANCES UNLESS SPECIFIED			DATE	SCHEMATIC DRAWING		PART NO
CONCENTRICITY F.T.O. BY			DATE	GAPLUS LOGIC P.C.		M051 - 00A87 - C010
FUNCTIONAL - T.V.			DATE	A080 - 91741 - CA87		
DECIMAL - .0005			DATE			
HOLE DIA - 1.000 TOLERANCE			DATE			
7/08/84						

DESIGNATION NO.	DESCRIPTION
C1 - C5	390pf 50V. AX. CER.
C6, C7	470pf " " "
C8 - C13	100pf " " "
C14-C24	.01µf " " "
C25	390pf " " "
C26-C29	.01µf " " "
C30, C31	390pf " " "
C32-C36	.01µf " " "
FBI - FBIO	FERRITE BEAD
J1	P.C. EDGE CONN.
J2, J3	3 PIN HEADER
J4, J5	6 PIN HEADER
JIMH	(2) P.C. EDGE CONN. KEY
"	(2) 6-32X10 SLOT PAN SCREW
"	(2) WSH. 6 145-.250-.032
"	(1) BRKT. - CONN. FIN.
-	(1) INSULATED GND. STRAP
-	(1) 8-32X5 SLOT PAN SCREW
-	(1) 8-32 NUT HEX
A080-91476-A316	F.C.C. FILTER BD. SUPER PAC-MAN



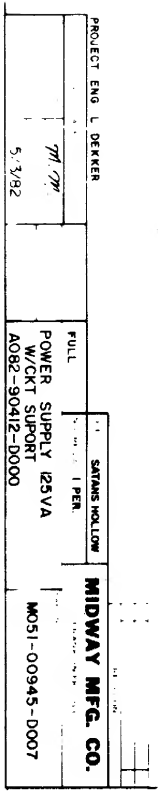
DESCRIPTION	Q'TY	DESIGNATION NO.	PART NO.
100pf 50V. AX. CER.	6	C8 - C13	0789-00800- 1800
390pf " " "	8	C1 - C5, C25, C30, C31	0316-00800-0002
470pf " " "	2	C6, C7	0550-00800-0200
.01µf " " "	20	C14-C24, C26-C29, C32-C36	0550-00800- 0300
FERRITE BEAD	10	FBI - FBIO	0316-00804-0002
P.C. EDGE CONN	1	J1	0017-00021-0418
3 PIN HEADER	2	J2, J3	0017-00021-0443
6 PIN HEADER	2	J4, J5	0017-00021-0424
P.C. EDGE CONN. KEY	2	JIMH	0017-00021-0396
6-32X10 SLOT PAN SCREW	2	"	0017-00101-0574

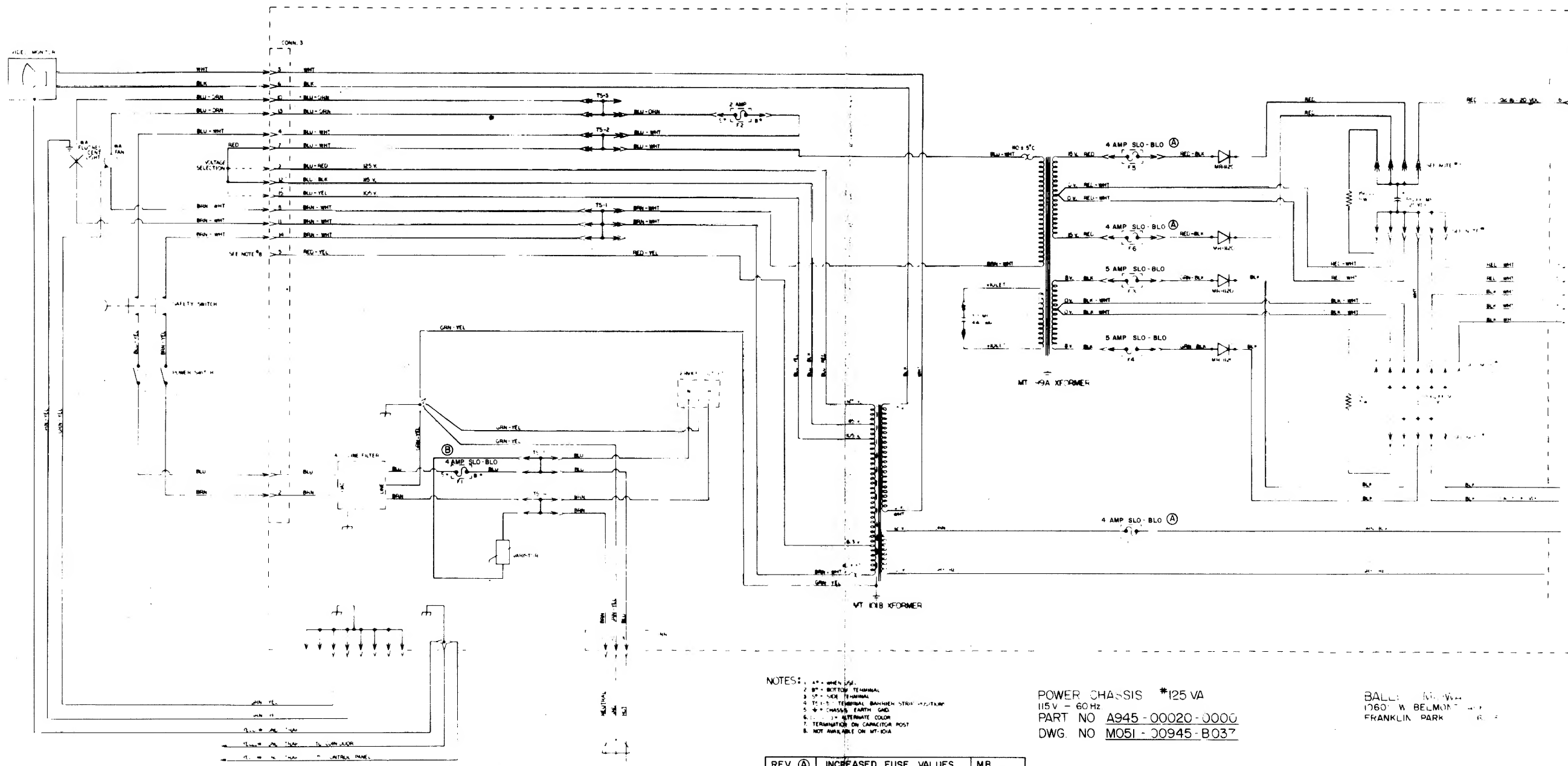
DESCRIPTION	Q'TY	DESIGNATION NO.	PART NO.
WSH. 6 145-.250-.032	2	JIMH	0017-00104-0002
BRKT. - CONN. FIN.	1	"	0866 00118-00XF
INSULATED GND. STRAP	1	-	3000-17143-0700
8-32 X5 SLOT PAN SCREW	1	-	0017-00101-0595
8-32 NUT HEX	1	-	0017-00103-0008
F.C.C. FILTER BD. SUPER PAC-MAN	1	A080-91476-A316	A080-91476-A316

REVISIONS		

PROJECT ENG: L. DEKKER			USED ON SUPER PAC-MAN		Bally / MIDWAY MFG. CO. FRANKLIN, PA.
DO NOT SCALE DRAWING		HEAT TREAT	SCALE FULL	NO REVISIONS PER	
DIM. TOLERANCES UNLESS SPECIFIED		DRN. RLW	MAT'L	ASSEMBLY DRAWING	
CHECKED BY		CKD.	FINISH	F.C.C. FILTER BD. SUPER PAC-MAN	
DATE 02/08/83				A084 - 91476 - A316	
					PART NO
					M051 - 00316 - A026

8





- NOTES:
1. WHEN USED
 2. BT - BOTTOM TERMINAL
 3. ST - SIDE TERMINAL
 4. TC - TOP TERMINAL, BAKKIN STRIP - PLASTIC
 5. CH - CHASSIS, EARTH, GND
 6. AL - ALTERNATE COLOR
 7. TERMINATION ON CAPACITOR POST
 8. NOT AVAILABLE ON MT-10A

REV. (A)	INCREASED FUSE VALUES WAS 3 AMP - NOW 4 AMP ADDED PART NO. (UL)	MB 3-15-83
REV. (B)	INCREASED FUSE VALUE WAS 3 AMP - NOW 4 AMP	MB 3-24-83

POWER CHASSIS *125 VA
115 V - 60 Hz
PART NO A945-00020-0000
DWG. NO M051-00945-B037

BALL: 100-1000
1760 W BELMONT
FRANKLIN PARK, N.J.